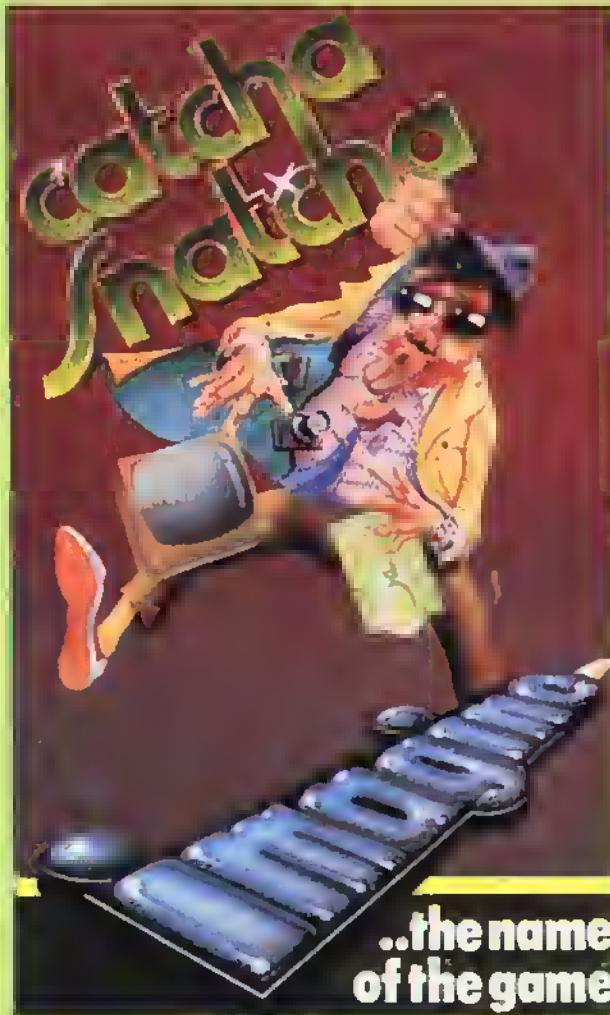




CORGI
SOFTWARE

CATCHA SNATCHA

VIC
20



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CATCHA SNATCHA

CATCHA SNATCHA brings to you the mad world of the store detective in what has to be the most chaotic supermarket ever built with hordes of harassed housewives doing their weekly shopping. Collecting lost property, lost children, and evacuating the building when planted bombs are found can only add to the fun as you banish to keep the shop clear of shoplifters... and just wait till the late-night shopping starts!

Barney Booblace had never had it so bad, demoted from ace detective of the aristocracy to the level of a mere store detective at one of the craziest run-down stores in town. He wanders his now well-worn beat around the jewellery and watch counters considering his predicament. It's a hectic life for the hardened crime fighter whom he has to look after lost children along them to the lost children office in the top left hand corner of the shop. Rushing lost umbrellas and bags to the lost property office ready for their careless owners to fetch, the lost property office is in the top right hand corner of the shop.

At least some variety enters into the action when the occasional bungling shop lifter attempts to remove a box off the counter and get away with it. Barney only has to grab the box and return it to the manager's office to prove he was shoplifting, but watch those shoplifters run as you try to grab that box, they hide the box under their coats and you have to keep your eye on him in case he gets mixed up with the other shoppers. The manager resides opposite the main exit in the lower left hand corner of the shop.

There is one time our hero has reason to panic - when the occasional customer drops a parcel bomb in the rows between the counters. The only option left open to Please turn over

him is to grab the bomb and make a run for the double doors at the exit. Of course, do something like that and you're well on your way to instant promotion to the next level.

Barney's only aim in life is to be promoted to the next level of play by earning the respect of his manager. Of course, if that opinion drops below 0% then he will be given a written warning and taken down a level. Three written warnings and you're fired. You can always increase your chances by moving up two levels; the manager will be so pleased he will remove one written warning.

Always keep an eye on the time because at 6 o'clock in the evening it is late night shopping and more customers will appear. You will look forward to 8 o'clock and closing time more than ever but be prepared for the following day and yet more noder of harassed housewives.

THE STATUS LINES The top row shows from left to right: The current time is shown with AM/PM indicator. Shop shuts at 8pm precisely and re-opens at 9am. The current level which you have achieved.

The manager's current opinion of you from 0% to 99%. At 0% you are given one written warning and taken down a level. At 99% you are taken up a level.

The highest level achieved this session. The bottom row shows the number of written warnings received.

SCORES The manager's opinion of you increases by the following amounts for the related job:

Taking lost broly to lost property office 2%

Taking lost beg to lost property office 4%

Taking lost boy to lost children's office 6%

Taking bomb to exit quickly 10%

Taking stolen goods to manager's office 10%

HOW TO CONTROL THE STORE DETECTIVE There are a large number of keys which may be used. You should choose the combination with which you feel most comfortable.

LEFT The keys to move left are on the lower keyboard row. Beginning with SHIFT every alternate key may be used i.e. SHIFT X, V, N, etc.

RIGHT The remaining keys on the bottom row may be used to move right, i.e. Z, C, B, M, etc.

DOWN The keys to move down are on the second row up i.e. A, S, D, F, G, etc.

UP The keys to move up are on the third row up, i.e. W, E, R, T, Y, etc.

Left Mouse Strike Detective over an object automatically picks it up.

JOYSTICKS CATCHA SNATCHA will work automatically using a joystick after plugging it into the connector on the right-hand side of the computer. Pushing the joystick will cause the store detective to move that way. Pressing the button on the joystick will start the game when the message 'PRESS ANY KEY' appears on the screen.

LOADING Connect the cassette recorder to your VIC-20尽量让线缆离电视机或MONITOR远一些。将磁带插入磁带机，使有印的一面朝上。将磁带倒回开始处。

There is only one way to load CATCHA SNATCHA.

Whilst holding down either of the two shift keys press the key marked RUN/STOP. The message 'PRESS PLAY ON TAPE' should appear on the screen. Press play on the cassette recorder. The computer should print the word 'SEARCHING'. If you do not see this message switch off the computer and try again. If loading is successful a message will appear on the screen within 30 seconds. The process is entirely automatic from there on. Strange characters will appear on the screen after about a minute. This is part of the normal loading process.

CATCHA SNATCHA works on the basic unexpanded VIC-20, requiring no memory expansion or peripherals except the standard Commodore cassette recorder and an optional joystick.